

FIG. 1

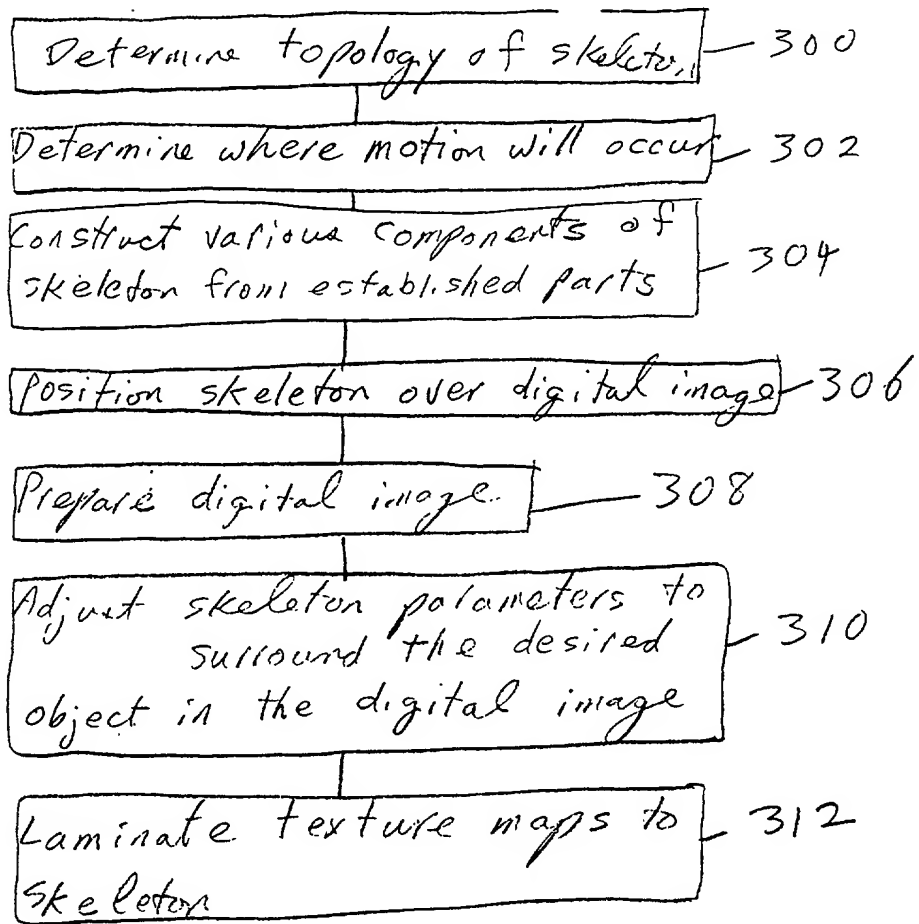


FIG 2

FIG. 3A

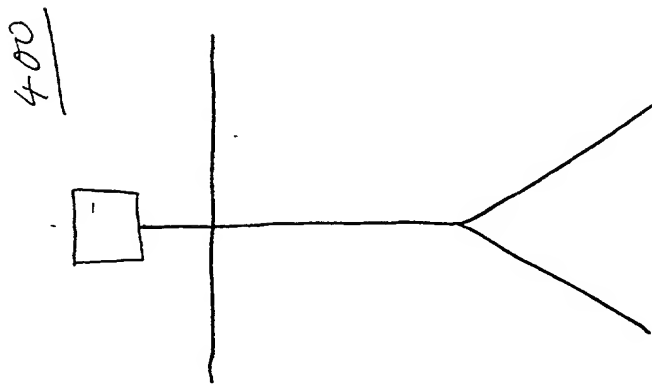


FIG 3A

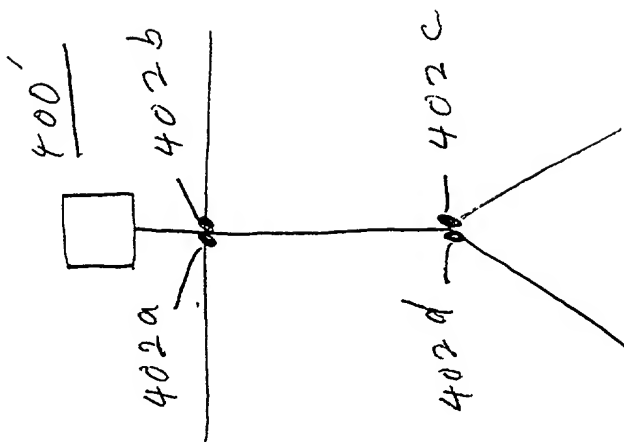
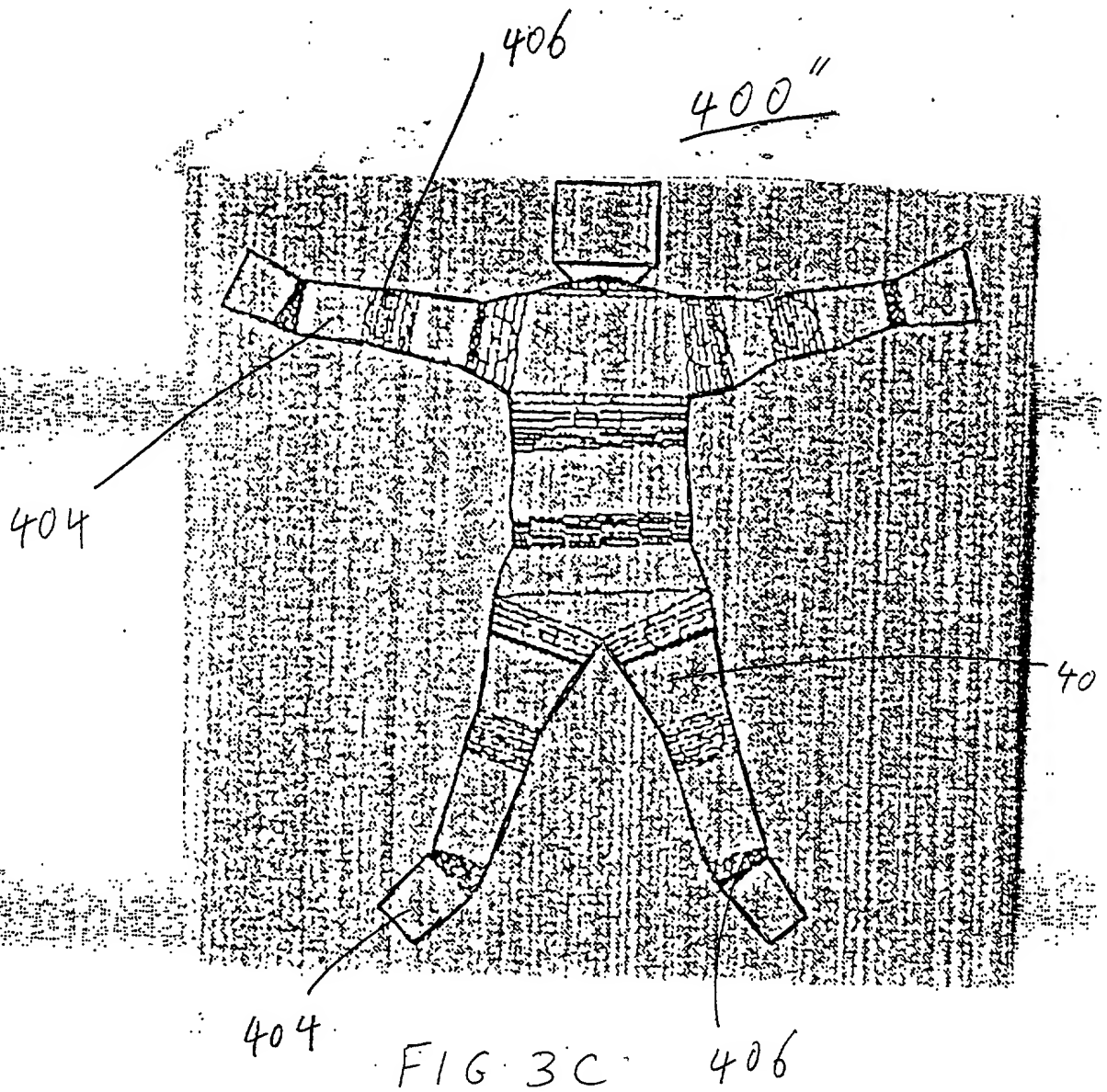


FIG 3B

1004555-101314



410

400"



FIG 3D

410

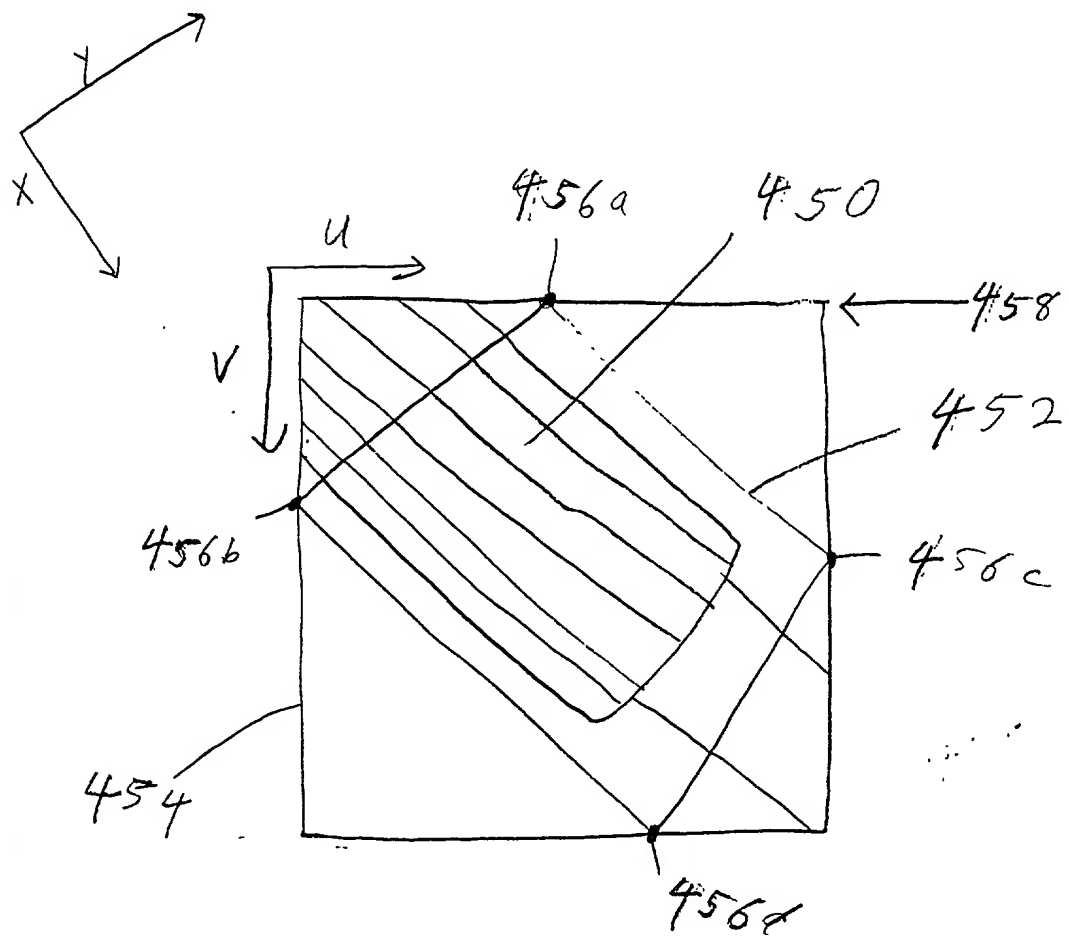


FIG 3E

40045523 401201



FIG. 3F





1004562-101 ED1



FIG 4

transmit data over a network related to the generation of a personal character, wherein the data related to the generation of the personal character is no longer transmitted once the object is generated

600

transmitting data related to an animation of the personal character

-602

FIG 5